

What is claimed is:

1) An electronic game of tag, comprising at least two firing units, each of said firing mechanisms comprising:

(a) a housing;

(b) at least one button emerging from the top of the housing;

(c) a plurality of lights emerging from said housing;

(d) a sound emitter;

(e) an infrared transmitter capable of transmitting a data packet;

(f) an infrared receiver;

(g) a circuit board;

(h) a power supply;

(i) an encoded transmission signal; and

(j) a microprocessor capable of decoding said data packet,;

wherein when said infrared receiver of a first said firing unit detects said data packet from said infrared transmitter of a second said firing unit, transmits said data packet, said infrared receiver of said first said firing unit passes a signal of said data packet to said microprocessor where said data packet is decoded into an action selected from the group consisting of fire action type, opponent score type, and opponent score query type, such that said fire action type causes said first said microprocessor to:

(a) store the opponent's hit score contained in the message;

(b) update internal count of hits;

(c) update green score LEDs 20B – 20F with this internal count; and

(d) plays a sound, whereupon the first said microprocessor then transmits via the infrared transmitter an opponent score type data packet.

2) The electronic game of tag according to claim 1, wherein said housing is a narrow rectangular structure.

3) The electronic game of tag according to claim 1, wherein if the microprocessor recognizes that the hit count has reached the maximum, a unique sound is played and the hit count resets to zero.

4) The electronic game of tag according to claim 3, wherein said receipt of an opponent score packet causes the receiving unit to test for a win condition against the opponent.

5) The electronic game of tag according to claim 4, wherein said firing unit plays a special victory sound when a win condition exists.

6) The electronic game of tag according to claim 1, wherein the top face of said narrow rectangular housing is a common surface containing at least one button and a plurality of lights.

7) The electronic game of tag according to claim 1, wherein the bottom face of said narrow rectangular housing has a plurality of holes.

8) The electronic game of tag according to claim 1, wherein the plane of said top face of said narrow rectangular housing is parallel to the plane of said bottom face of said narrow rectangular housing.

5 9) The electronic game of tag according to claim 1, wherein said circuit board is sandwiched between said button and said lights.

10) The electronic game of tag according to claim 1, wherein a forward face of said narrow rectangular housing in claim 1 is a common surface shared by said infrared transmitter and
10 said infrared receiver.

11) The electronic game of tag according to claim 1, wherein the interior of said narrow rectangular housing has partitions between said infrared transmitter and said infrared receiver.

15 12) The electronic game of tag according to claim 1, wherein said encoded transmission signal is an asymmetrical transmission pattern.

20 13) The electronic game of tag according to claim 1, further comprising a key ring attached to the housing.

14. The electronic game of tag according to claim 1, wherein said button is recessed in relationship to the plane of said thin, elongated enclosure.

5 15. The electronic game of tag according to claim 1, wherein said plurality of lights are located forward of said button.

16. The electronic game of tag according to claim 1, wherein said infrared transmitter and said infrared receiver are forward of said button.

10 17. The electronic game of tag according to 1, wherein said power supply is comprised of at least one coin cell battery.

18. The electronic game of tag according to claim 1, wherein said power supply has a
15 nominal capacity of less than 1000 milliampere hours of electricity.

19. The electronic game of tag according to claim 1, wherein at least two mechanisms participate in bi-directional information exchanges.

20 20. The electronic game of tag according to claim 1, wherein radar can be simulated by self-initiated, bi-directional information exchanges.